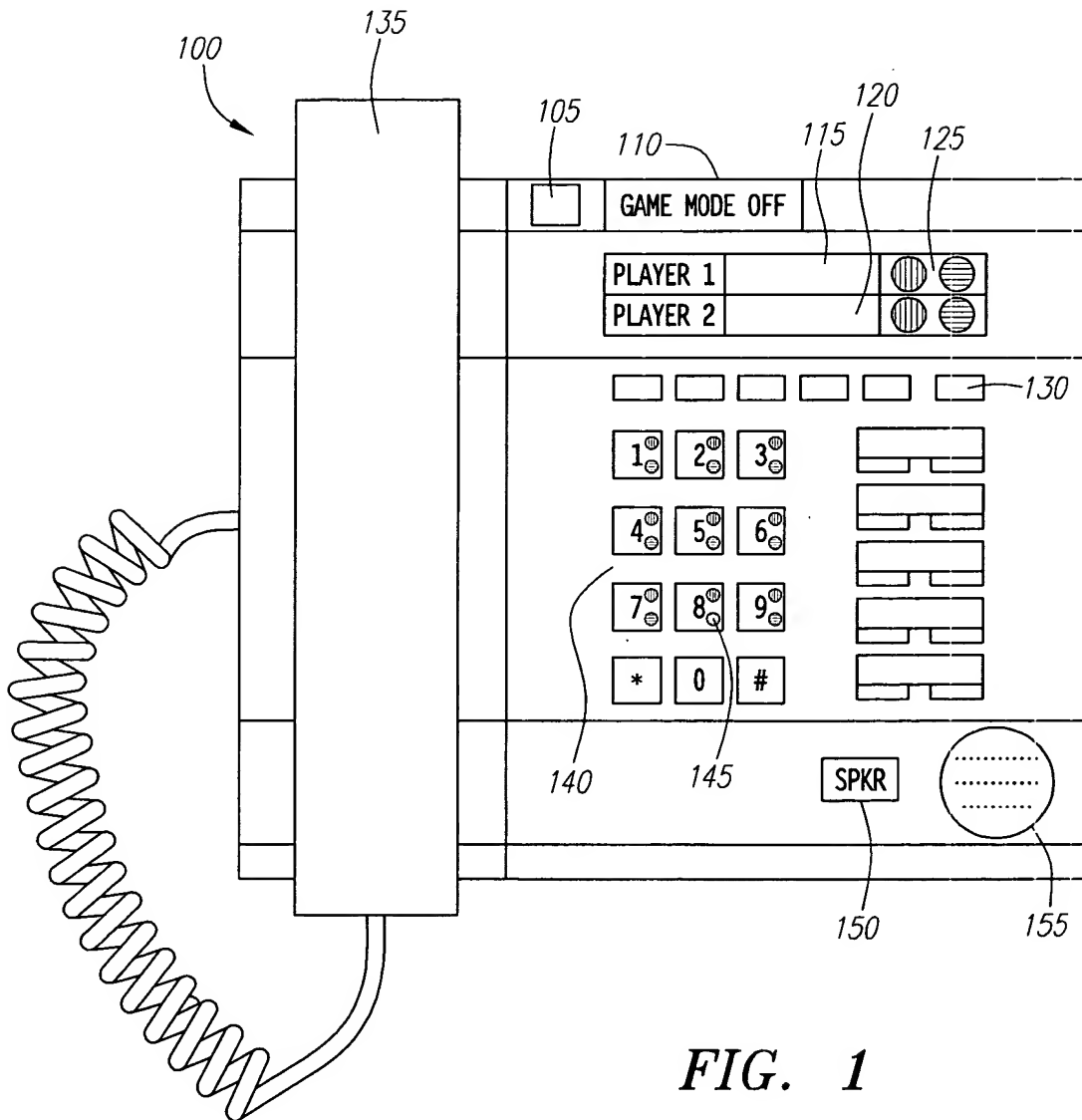


APPENDIX A





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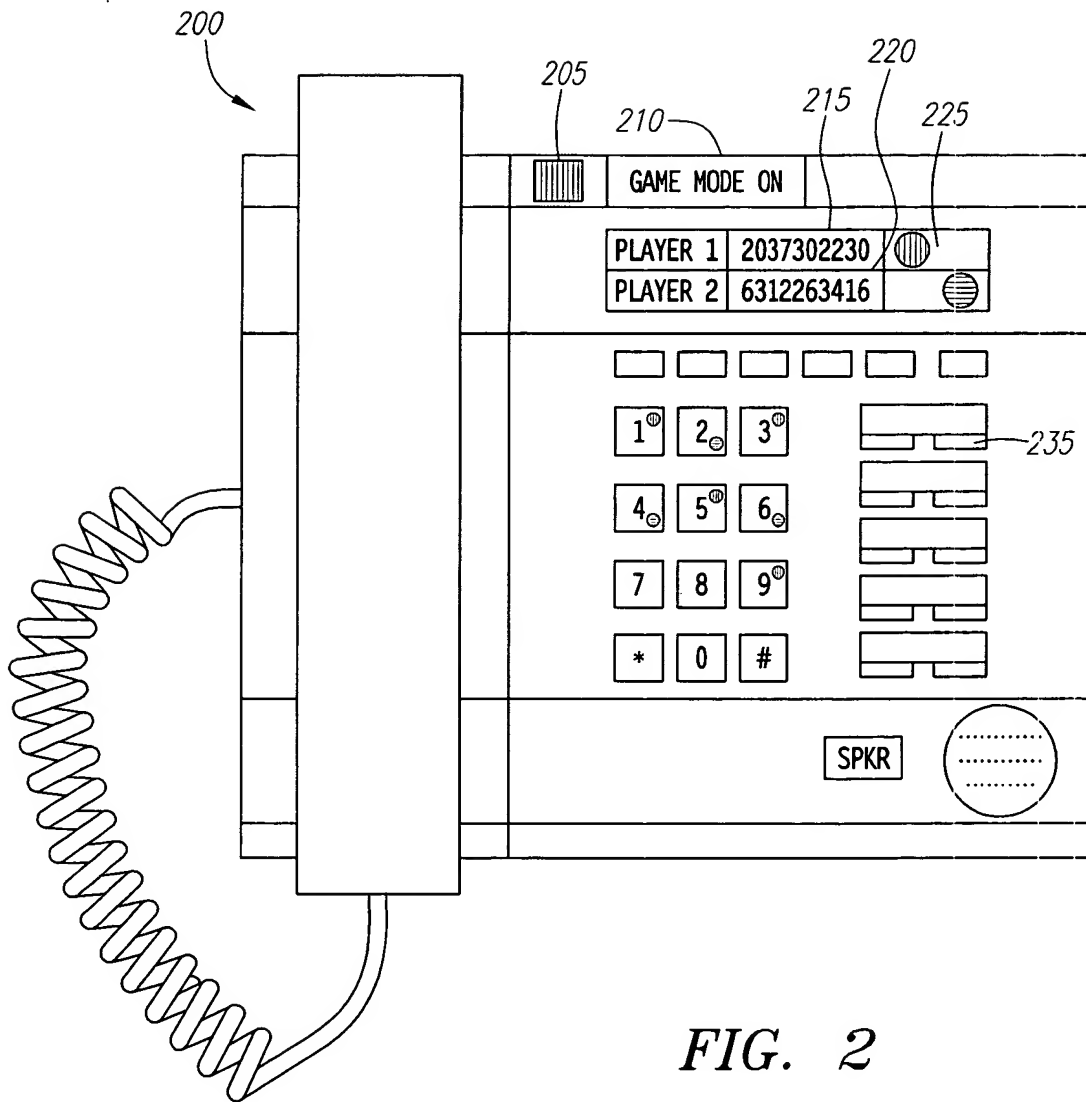


FIG. 2



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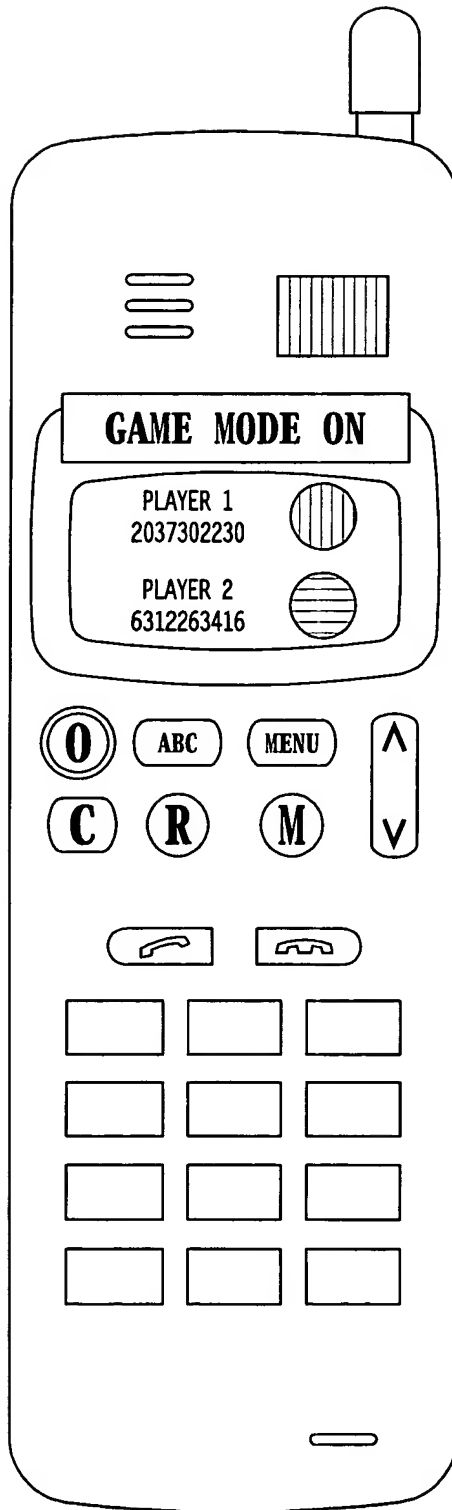
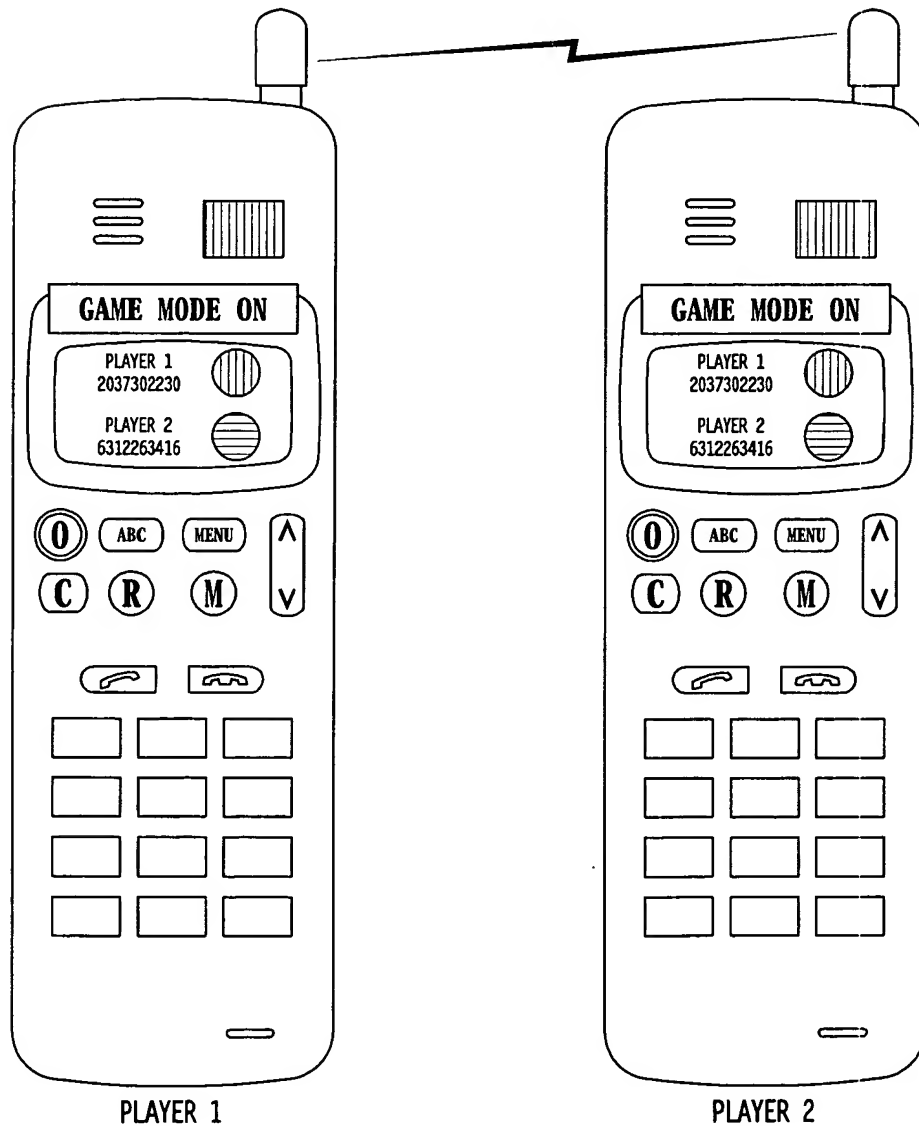


FIG. 3

FIG. 4





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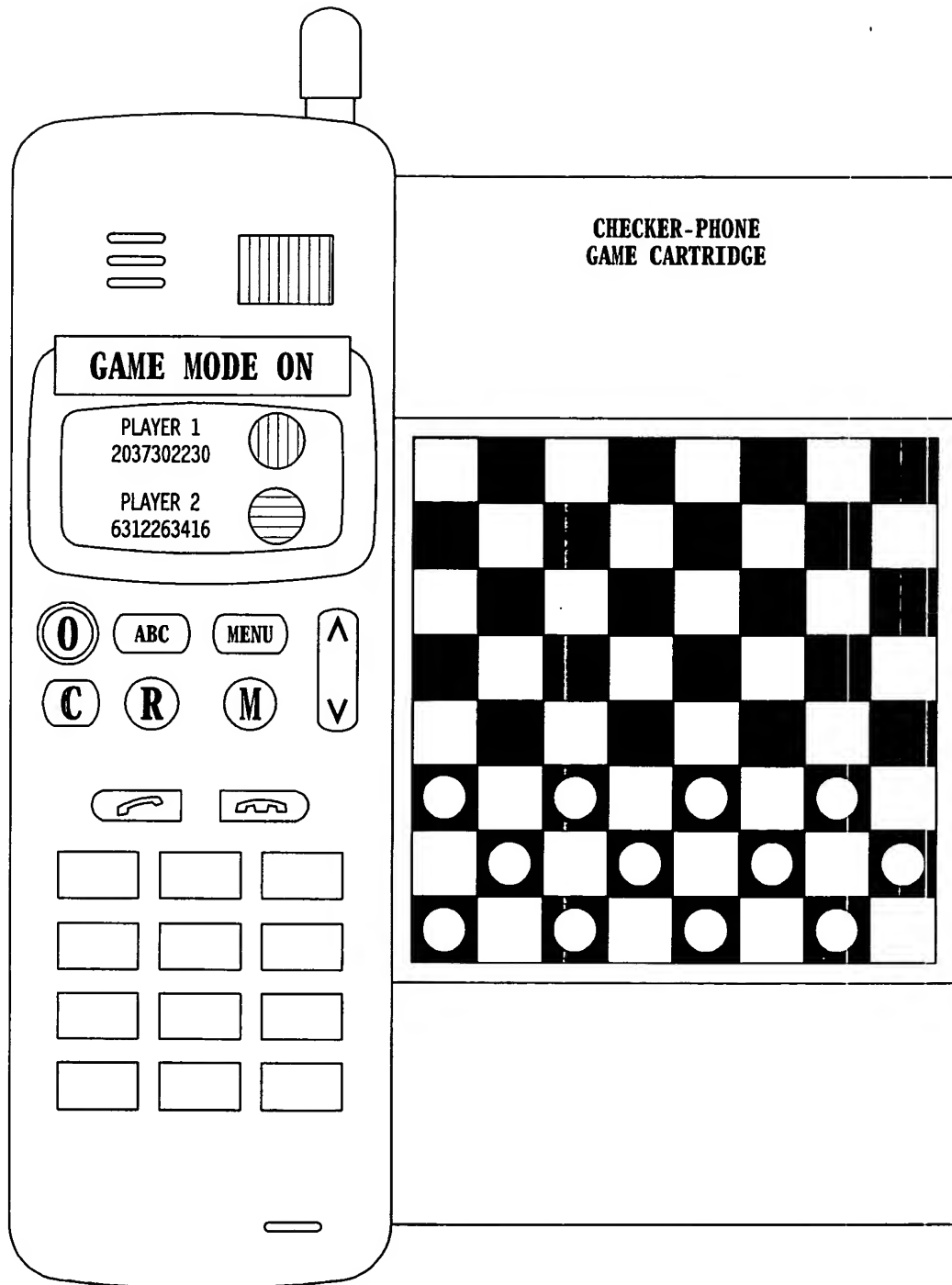


FIG. 5A



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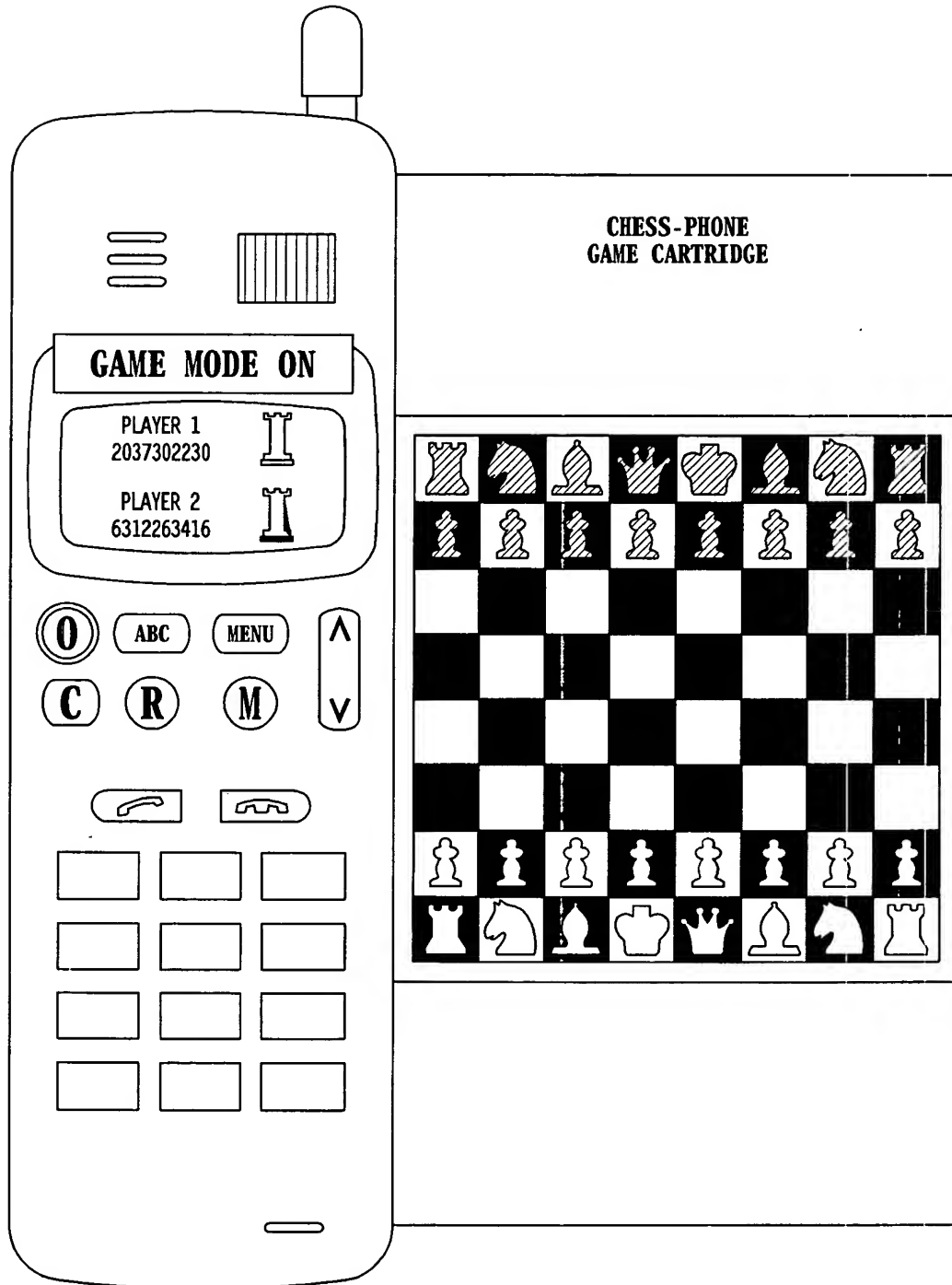


FIG. 5B



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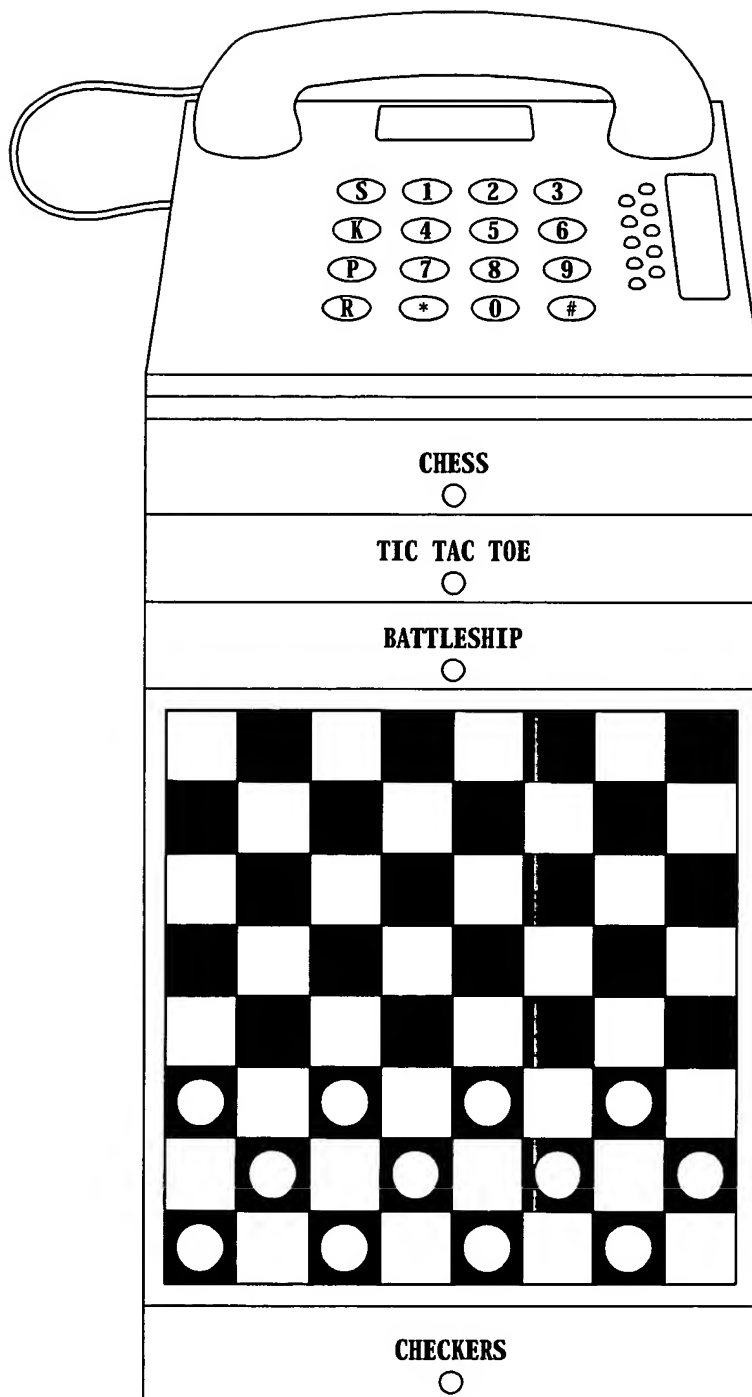


FIG. 6

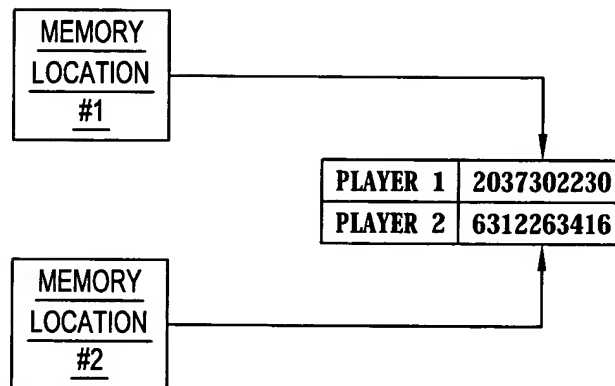


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LOGIC FOR DISPLAYING PLAYER IDs AT EACH PLAYER'S TERMINAL

| |
|-------------------------------------------------------------------------------|
| MEMORY STORAGE LOCATION #1 TELEPHONE NUMBER OF PLAYER'S TERMINAL |
| MEMORY STORAGE LOCATION #2 TELEPHONE NUMBER DIALED BY PLAYER'S TERMINAL |
| MEMORY STORAGE LOCATION #3 CALLER ID OF OTHER PLAYER'S TERMINAL |

IN TERMINAL PLACING OUTGOING CALL



IN TERMINAL RECEIVING INCOMING CALL

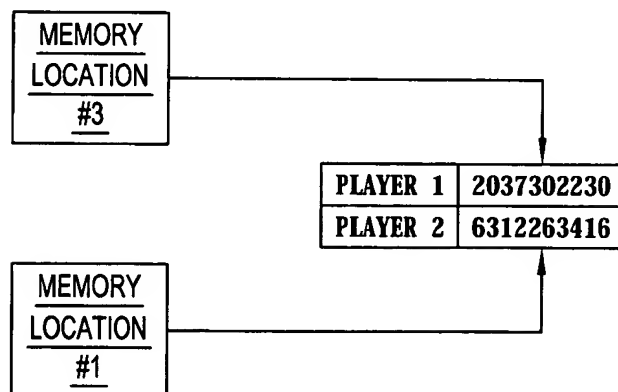


FIG. 7

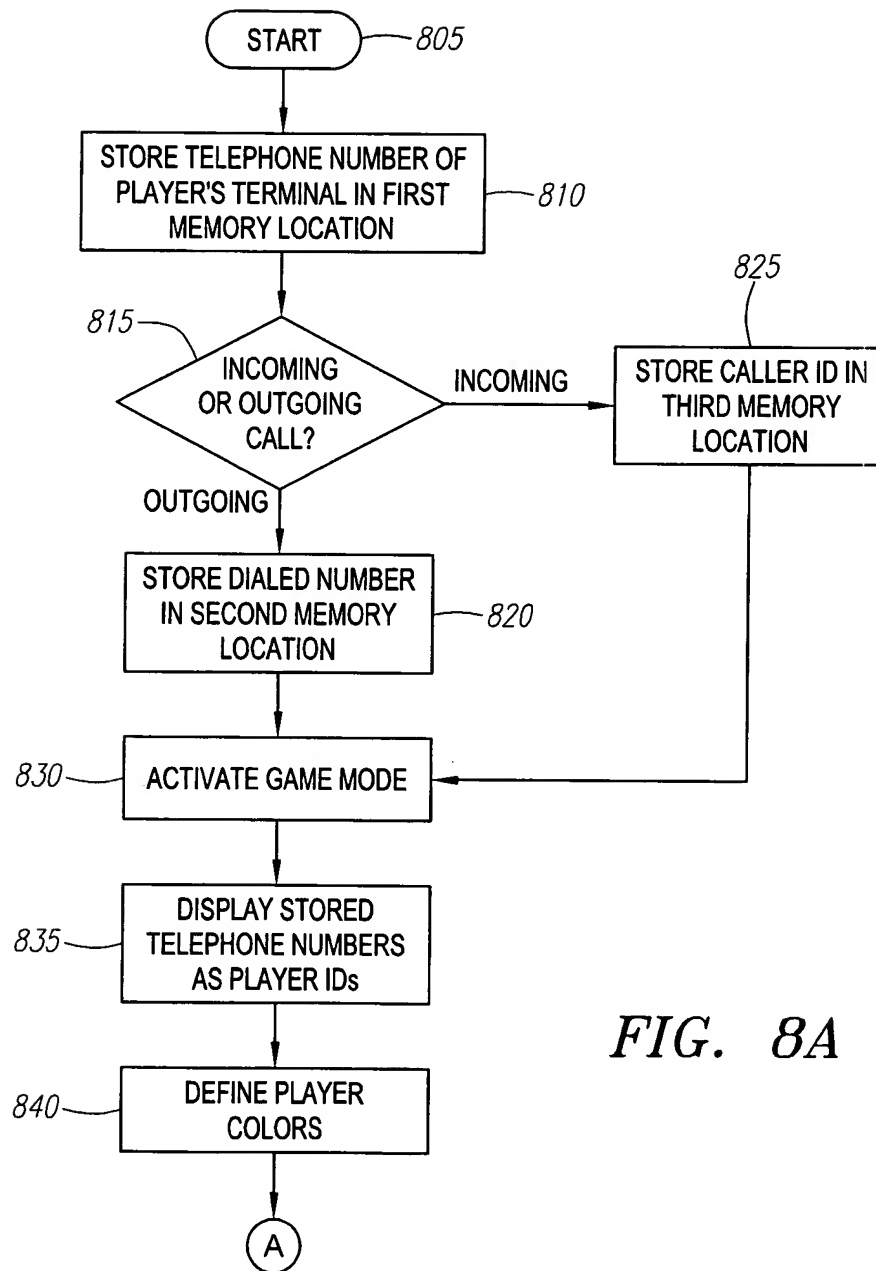


FIG. 8A

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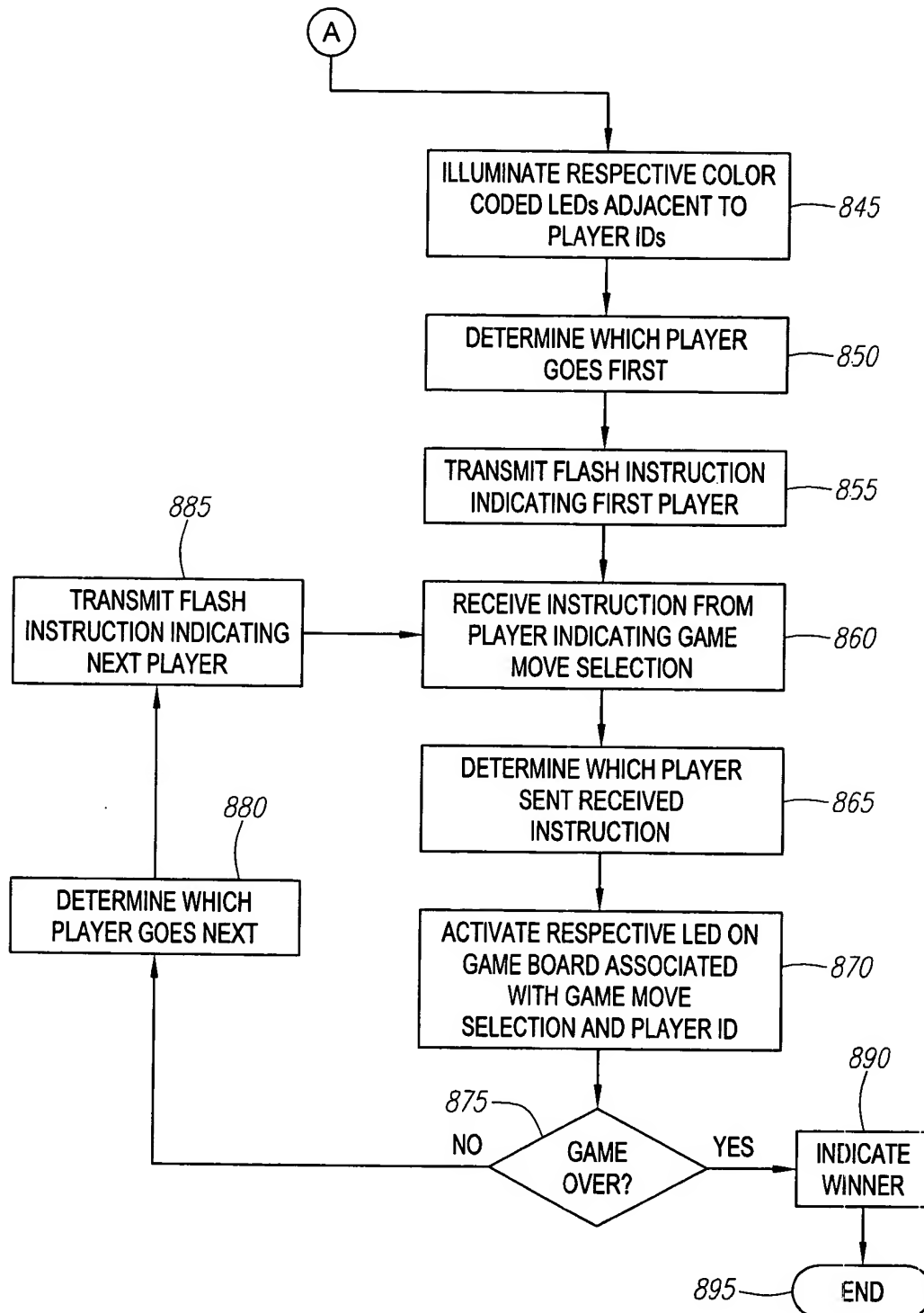


FIG. 8B



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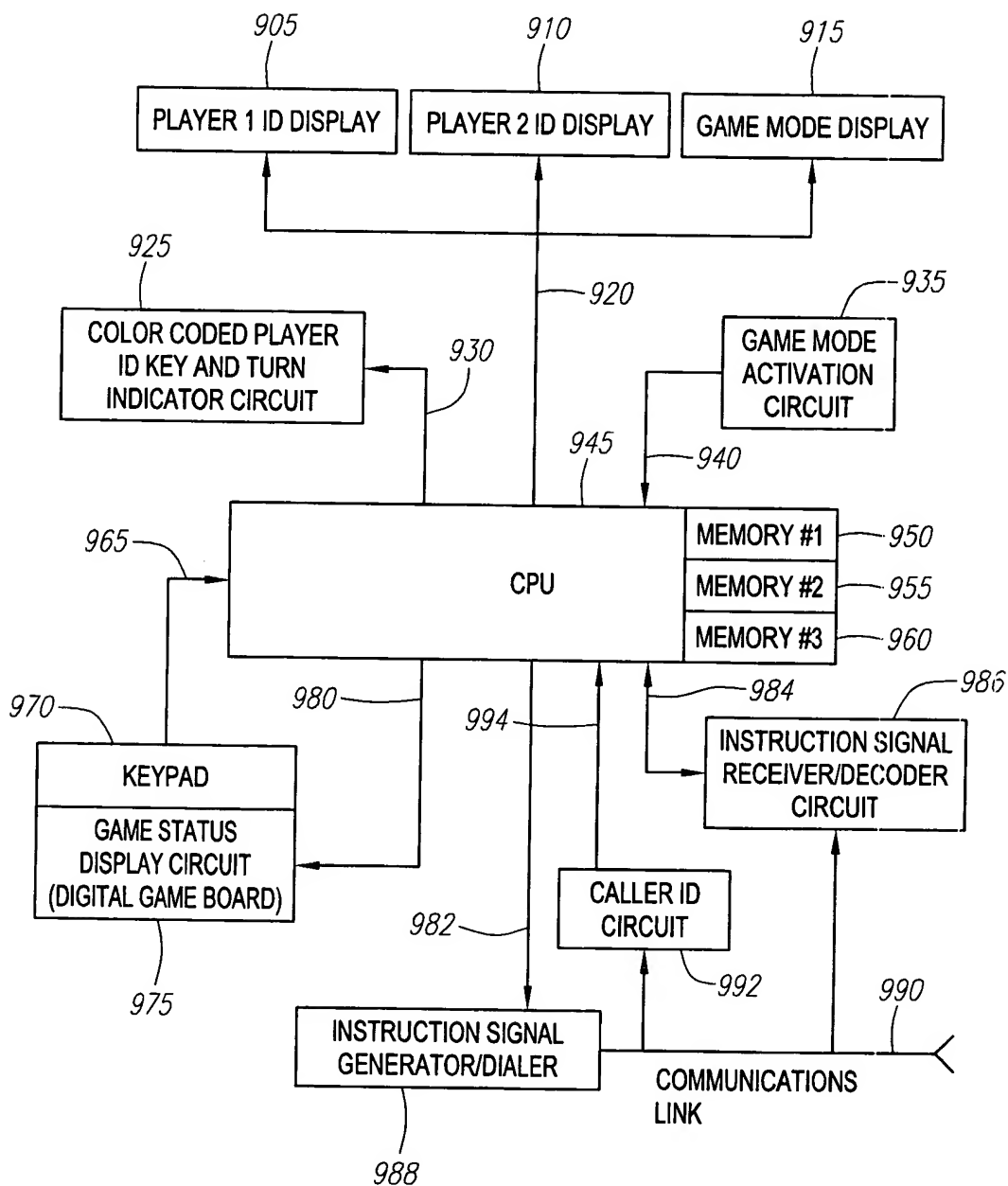


FIG. 9



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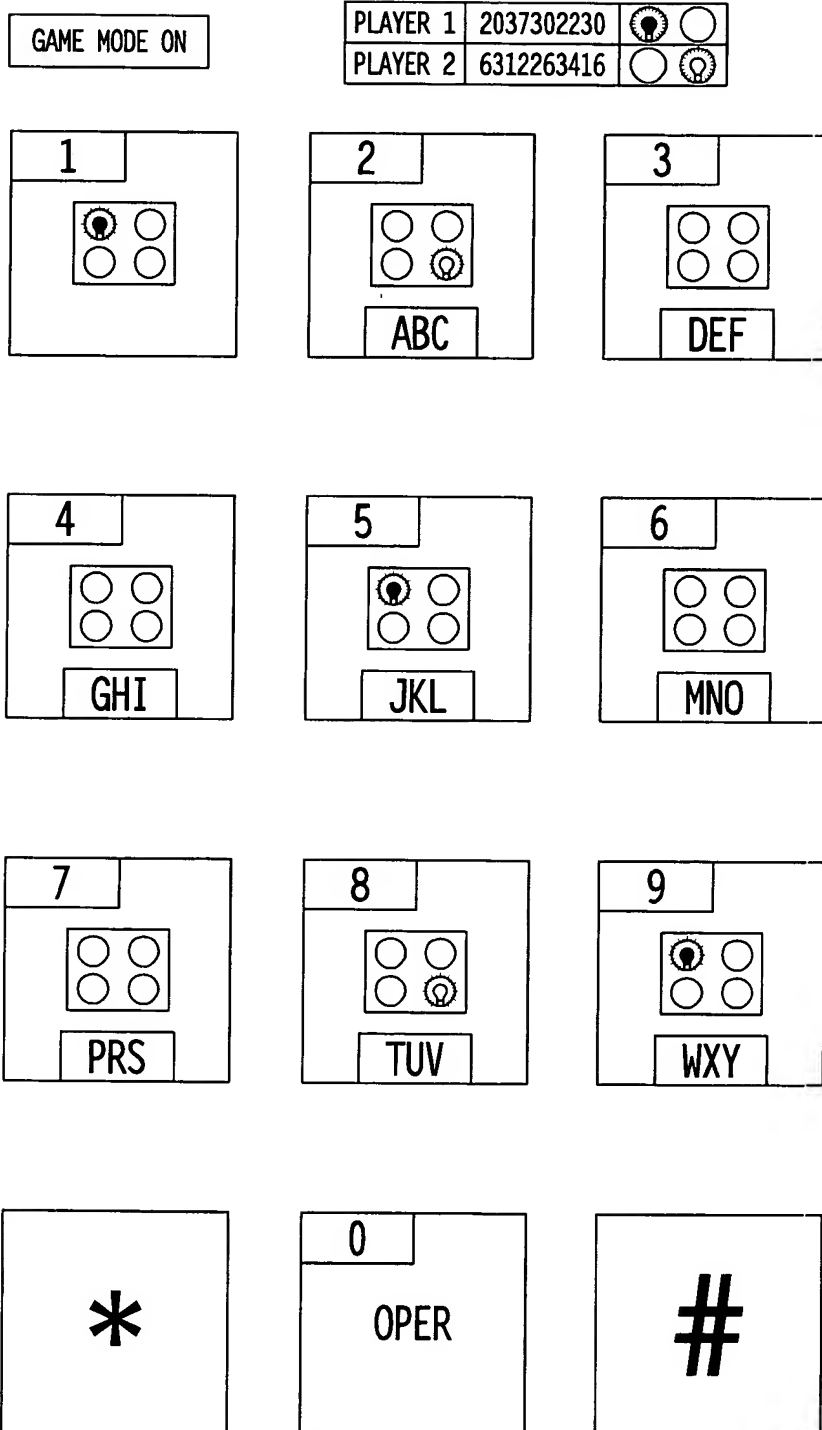


FIG. 10



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GAME MODE OFF

| | | |
|----------|--|--|
| PLAYER 1 | | |
| PLAYER 2 | | |

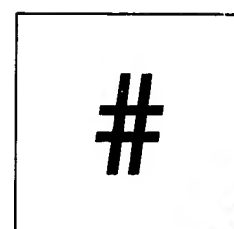
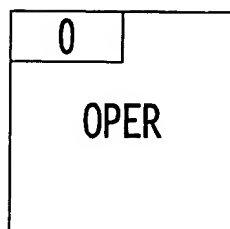
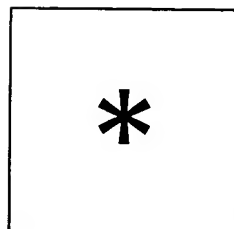
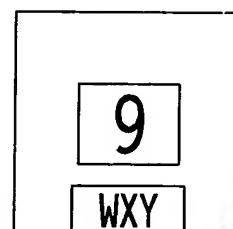
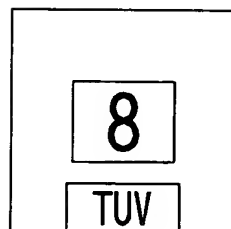
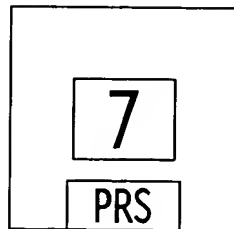
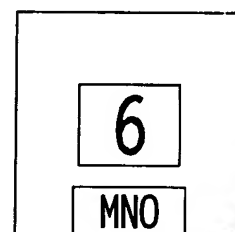
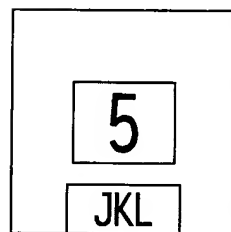
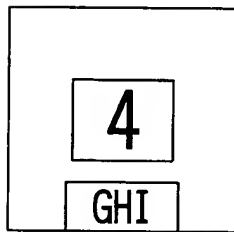
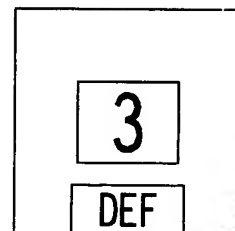
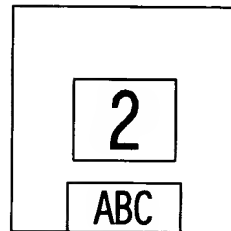
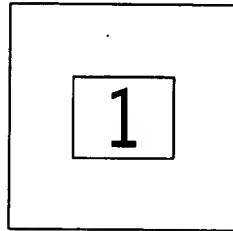


FIG. 11



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GAME MODE ON

| | | |
|----------|------------|---|
| PLAYER 1 | 2037302230 | X |
| PLAYER 2 | 6312263416 | O |

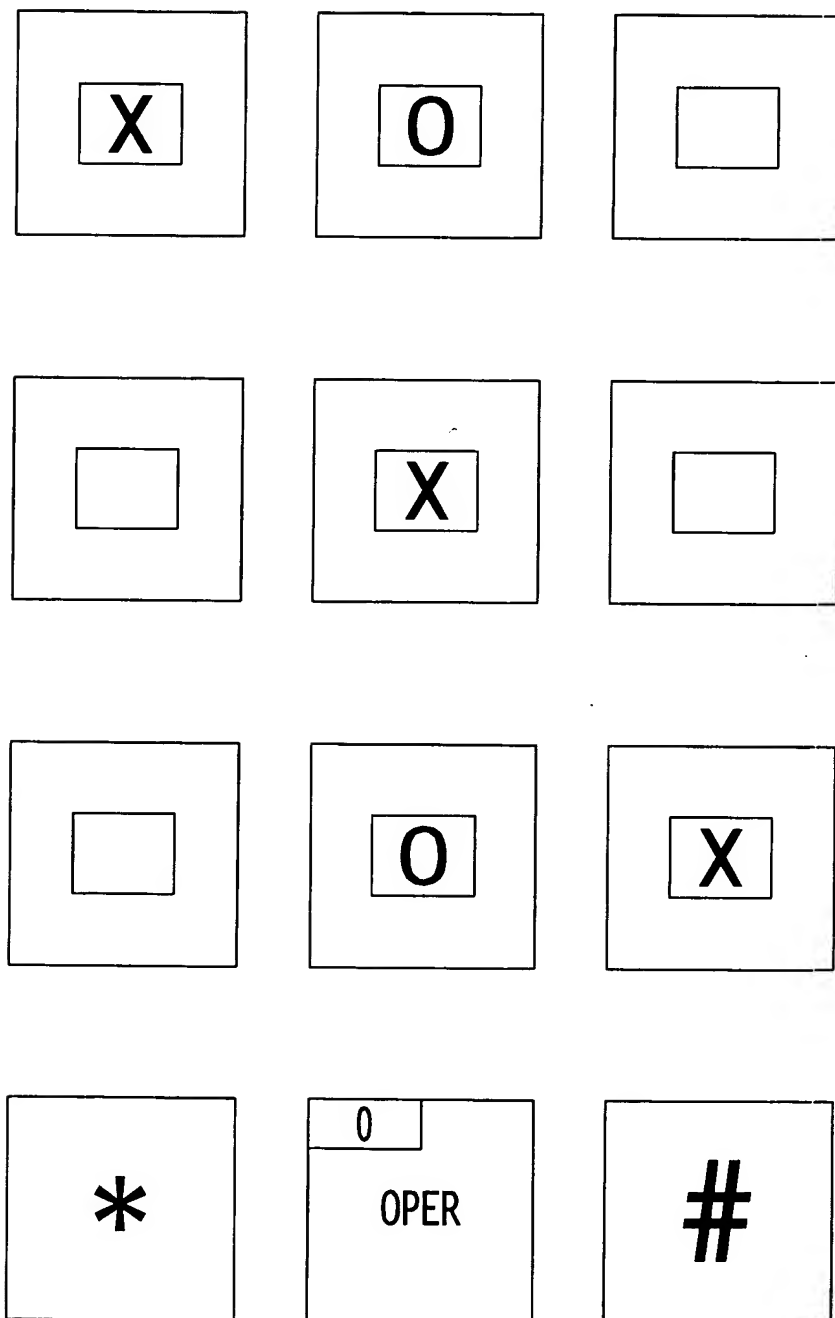


FIG. 12